

ABSTRACT

Systems and methods for presenting time-varying multimedia content are described. In one aspect, a lower quality data stream for an initial portion of the multimedia content is received. The lower quality data stream is received at a rate faster than a real-time playback rate for the multimedia content. The lower quality data stream was encoded at a bit rate below a transmission rate. A higher quality data stream of a subsequent portion of the multimedia content is received. The higher quality data stream was encoded at a bit rate that equals the transmission rate. The initial portion and the subsequent portion of the multimedia content are presented at the real-time playback rate. Receiving the initial portion faster than the real-time playback rate provides for a reduction of latency due to buffering by a desired amount.